

DESTINY 2 • RAID FIELD GUIDE

DEEP STONE CRYPT

Complete Raid Guide

Master the three augment roles, breach the Crypt, disable the Morning Star,
and defeat Taniks with every spatial rule preserved in text.

EDITION	2.0 - Text-only
MECHANICS VERIFIED	July 31, 2026
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How to Use This Guide

This is a text-only field guide for Standard Deep Stone Crypt. Every location, observer frame, mechanic, route decision, and assignment required for execution is written in prose or a semantic table. Each encounter follows the same pattern: objective, orientation, roles, numbered walkthrough, failure and recovery notes, loadout philosophy, weekly Challenge, permanent encounter Triumph, and quick reference.

Difficulty scope: The live Deep Stone Crypt activity exposes Standard difficulty. There is no separate Master Deep Stone Crypt activity and no Adept Deep Stone Crypt weapon set. Featured status changes rewards and farmability, not the Standard mechanics documented here. Read the Director before launch for the current featured raid and active Challenge.

Orientation convention: Left and right are always tied to a named observer frame. For Security, stand on the upper floor facing the center divider. For Descent, stand at rally facing the window. For Taniks, stand near arena center facing the named White, Blue, or Orange zone. Repeat the frame whenever a substitute joins.

Callout policy: Use a location first and a target second: "Dark panel 3," "Space Left copy," "Window Right bin," or "Blue left bin." Security panel numbers and all position names in this guide are fireteam conventions, not labels shown by the game.

Loadout policy: Recommendations describe jobs - precise control shooting, add clear, Major deletion, movement, burst, or sustained damage. Exact artifact perks and damage combinations change over time. Mechanics take priority, and no named weapon is required.

Recommended communication discipline

Situation	Preferred call	Why it works
Augment transfer	"Scanner banked Dark; Light take."	Names the augment, origin, and receiver.
Security panel	"Dark 2 and 5; two of four."	Separates location from progress.
Atraks copy	"Space Middle Front; burst now."	Gives floor, landmark, and action.
Replication (normal clear)	"Replication 15; Right Far airlock."	Keeps one timer owner and one destination.
Nuclear core	"Window Left; Radiation 6."	Gives destination before urgency.
Detention	"Detained Blue; Operator."	Names the zone and required rescue role.
Suppressor	"Two drones; holding third."	Prevents an early deactivation.

Before the first pull

- Assign Player 1 through Player 6 and keep those labels for every rotation table.
- Decide whether the run is a normal clear, weekly Challenge attempt, permanent Triumph attempt, or collectible run.
- Read the exact modifier or Triumph text in the Director or Journey screen before committing to a restricted strategy.
- Pick one Security panel convention, one Descent bin convention, and one Taniks zone convention. Do not rename positions mid-encounter.
- Assign one person to track hidden chests, five Exo Stranger logs, and Triumph completion messages.

Raid-Wide Mechanics and Terminology

Deep Stone Crypt teaches three reusable augments. Their colors help recognition, but every call in this guide also names the augment so no instruction depends on color alone.

The three augments

Augment	Visual cue	Core function	Encounter-specific use
Operator	Red	Shoots red controls.	Opens Security access, activates basement panels, controls Atraks airlocks and Replication, disables one Descent core dispenser, and frees Taniks detentions.
Scanner	Yellow	Identifies the correct highlighted target.	Reads Security floor panels and fuse indicators, finds the correct Atraks copy, and identifies active nuclear-core bins.
Suppressor	Blue	Stuns Taniks through a three-drone route.	Shoots Taniks once while standing beneath each active security drone in Descent and the final encounter.

Terminals, dropped augments, and deactivation

Augment terminals form one linked network inside an encounter. Banking an augment at one terminal makes it available at another live terminal. A Guardian may hold only one augment at a time.

Sentinel Servitors disable nearby terminals. Kill the Servitor before a critical transfer. If an augment holder dies, the augment drops as a pickup; call its location and recover it. If an augment is lost entirely, the appropriate Vandal can respawn with a replacement.

During Descent and Taniks, the third Suppressor hit opens the nuclear-core bins and randomly deactivates one active augment. The disabled holder should bank it immediately. Another Guardian takes it while the former holder waits out Augment Lockout, usually about 45 seconds. The HUD timer is authoritative.

Transfer rule: The sender says "banked" only after depositing. The receiver says "taken" only after the augment appears on their HUD. Silence between those two calls means the transfer is not complete.

Shared lethal timers

Status	Failure point	Correct response
Frostbite	x10 kills the Guardian.	Enter a heat bubble and remain until Shelter From the Storm clears the stacks.
Atraks-1 Replication	Expiration starts a lethal wipe sequence at the carrier.	Operator shoots the orb off before expiry; vent it in a normal clear or assign a carrier again for Copies of Copies.
Radiation	x10 kills the core carrier.	Deposit or pass the core with the interact prompt before the stack becomes unsafe.
Unattended nuclear core	Roughly 10 seconds on the floor causes a wipe.	Assign carriers before spawn and pick up every core immediately.

Challenge vocabulary

Deep Stone Crypt has four rotating encounter Challenges and four permanent encounter complications.

Encounter	Weekly / Director Challenge	Permanent encounter Triumph
Crypt Security	Red Rover	Resource Contention
Atraks-1	Copies of Copies	5 Seconds to Paradise
Descent	Of All Trades	Short Circuit
Taniks	The Core Four	Ready, Set, Go!

1. Desolation - Survive the Blizzard

The opening traversal teaches Frostbite and Shelter From the Storm. The team moves between heat bubbles, clears each checkpoint, and reaches the Crypt entrance. Pikes are required only for Not a Scratch; Sparrows work for an ordinary clear.

At a glance	Details
Team shape	One route caller, five followers; optional Pike assignments for the Triumph.
Primary goal	Reach each heat bubble before Frostbite reaches x10.
Recovery	Every bubble after the start has a transmat back to the previous checkpoint.
Final pressure	Two Brigs and additional Fallen defend the final shelter.
Secret	Hidden Chest 1 is on the ice ledges beside the route immediately before the final bubble.

Route convention

The game does not number the heat bubbles. This guide calls the starting bubble **1** and the final bubble **7**, producing six travel legs. Some references report a different shelter count because they omit the starting bubble or count only intermediate checkpoints. Use the landmark chain, not the number alone.

Leg	Ordered route from the previous shelter
1 to 2	Leave along the mine-lit lane, pass the upright ice slabs, and follow the lamps into the first narrow approach. Do not cut across the open whiteout.
2 to 3	Enter the winding rock corridor, cross the dark abyss band on the established shelf, and follow the next lamp chain to shelter.
3 to 4	Follow the paired lamps, then hook left around the broken rock shelf. Bubble 4 sits beyond the turn rather than straight across the storm.
4 to 5	Take the narrow rock chute into the wider shelf and stay along its outer edge until the next bubble.
5 to 6	Double back to the right along the opposite edge of the shelf. Follow the lamps and wall; bubble 6 is tucked behind the large ice-and-rock formation.
6 to 7	Follow the light chain through scattered rocks. At the forced fork go left, circle the glacier, then turn left again at the next light and hug the glacier. The ramp and drop point lead toward the final bubble.

If the route is lost: Stop fighting in the storm, return to the last bubble, clear Frostbite, and send one scout along the lamps and slowing mines. A confident reset costs less time than six separate revives.

Roles

Role	Players	Primary responsibility
Route caller	1	Leaves first, identifies the next bubble, and authorizes departure.
Pike team	Up to 6	Moves the six starting Pikes one leg at a time for Not a Scratch.
Clear and rescue	Everyone	Clears each bubble, retrieves stranded players, and kills the final Brigs.

Standard walkthrough

1. Clear the starting bubble and wait for the full fireteam. The route caller identifies the first lamp chain before anyone enters the storm.
2. Cross one leg at a time. Outside shelter, Frostbite accumulates; at x10 the Guardian dies. Enter the bubble and wait for Shelter From the Storm to remove the stacks before leaving again.
3. Clear enemies inside or immediately around each shelter. A cleared bubble is both a safe regroup point and a transmat checkpoint back to the previous shelter.
4. Follow the ordered landmark table. Mines and lamps trace the intended lane, but the whiteout can hide the next turn. Keep the route caller in front and the rescue player last.
5. Before the final drop, collect Hidden Chest 1 if desired. Then enter the final shelter, kill both Brigs and the remaining Fallen, and confirm any Pike Triumph attempt before opening the Crypt route.

Hidden Chest 1

Near the end of the 6-to-7 leg, the route reaches a ledge above the final bubble. Before dropping into that bubble, move onto the ice-and-rock ledges on the right side of the approach while facing the Crypt entrance. Follow the short ledge chain around the iceberg to the chest alcove, loot it, then return to the final-bubble route.

Chest boundary: The chest is collected before the team advances through the final Crypt door. When Deep Stone Crypt is featured, Bungie currently lists hidden chests as weekly Tier 5 armor drops. Bungie's nonfeatured reward table does not specify hidden-chest behavior, so this guide does not promise a particular nonfeatured item.

Permanent Triumph - Not a Scratch

Bring all six starting Pikes to the final heat bubble. The safest method is to clear the route once, then relay Pikes forward while the route remains quiet. A destroyed Pike can respawn at an earlier checkpoint, so destruction does not automatically invalidate the attempt.

At the final bubble, assemble a full six-Guardian fireteam and have every Guardian mount a different Pike until the Triumph registers. Bungie's record requires all Pikes at the final bubble; the simultaneous six-player mounting step is a well-established community registration method.

Loadout philosophy

Prioritize movement, self-sustain, and reliable long-range add clear. A burst option for the final Brigs helps, but survival between bubbles matters more than boss damage.

Quick reference

Moment	Call
Departure	"Next bubble identified; leave on three."
High Frostbite	"Frostbite 8; returning."
Lost route	"Reset to bubble 4; scout only."
Chest branch	"Chest before final drop; hold door."
Pike check	"Six Pikes, six riders, wait for Triumph."

2. Crypt Security

Scanner identifies four correct basement panels through the upper-floor windows. Operator enters the basement and shoots those panels before the purge timer expires. The augments then swap: basement Scanner reads the fuse indicators, and the upper teams destroy only the called fuse cylinders.

At a glance	Details
Team shape	Three Light, three Dark; one Scanner and one Operator.
Panel phase	Scanner finds two correct panels on each side; Operator shoots all four below.
Damage phase	Basement Scanner calls one of six fuses; upper teams destroy only that cylinder.
Reset	If fuses remain, extract the basement player and repeat with a new panel pattern.

Orientation and panel convention

From the entrance or rally position facing into the room, **Dark is left** and **Light is right**. The halves are separated by the fuse bank and center structure. Stand on either upper side facing the center divider. Call that team's three fuse cylinders **Left**, **Middle**, and **Right** from that team's own viewpoint.

There is no universal community panel numbering. The recommended guide convention below follows the supplied room reference. Each side has four observation windows that reveal five physically separate basement targets; the upper window reveals two targets. Define the convention before the pull and keep the side name with every number.

Side	Written shorthand	Upper-floor Scanner view
Dark	D1	Lower/rear window nearest the basement-access end.
Dark	D2	Outer side window one position forward from D1.
Dark	D3	Center window beside the divider.
Dark	D4	Visually higher target through the paired upper window.
Dark	D5	Visually lower target through the paired upper window.
Light	L1	Lower/rear window nearest the basement-access end.
Light	L2	Outer side window one position forward from L1.

Side	Written shorthand	Upper-floor Scanner view
Light	L3	Center window beside the divider.
Light	L4	Visually higher target through the paired upper window.
Light	L5	Visually lower target through the paired upper window.

Basement Operator landmarks

From the basement entrance facing the fuse-indicator ring, use these physical targets. The Scanner's upper/lower view for 4 and 5 does not mean those controls are vertically stacked in the basement.

Spoken call	Basement Operator target
Dark 1	Nearest Dark target after entry: the horizontal control above the small machinery block.
Dark 2	Vertical control on the outer-left wall beside the lower pair of machinery blocks.
Dark 3	Vertical control on the outer-left wall beside the tall central obstacle.
Dark 4	Horizontal control beside the upper Dark machinery blocks.
Dark 5	Vertical control above and right of Dark 4 on the upper Dark structure.
Light 1	Nearest Light target after entry: the vertical control left of the first circular machine.
Light 2	Vertical control left of the next circular machine along the outer-right route.
Light 3	Vertical control left of the central circular machine nearest the fuse ring.
Light 4	Vertical control directly left of the upper circular Light machine.
Light 5	Horizontal control on the far upper-right wall.

Panel audit: Scanner calls the full side and number - "Light 2 and Light 5" - and Operator repeats the pair before shooting. D2/L2 are acceptable written shorthand, but spoken calls always include the full side. If the fireteam prefers a different established map, replace the entire convention; never mix two number sets.

Fuse translation

The basement view is mirrored relative to the upper teams. Scanner below should translate the glowing indicator into the upstairs team's viewpoint rather than calling their own apparent left or right.

Indicator position while facing the ring from the basement entrance	Call to the upper team facing its fuse bank
Dark half, upper indicator	Dark Left
Dark half, middle indicator	Dark Middle
Dark half, lower indicator	Dark Right
Light half, upper indicator	Light Right
Light half, middle indicator	Light Middle
Light half, lower indicator	Light Left

Fuse-call boundary: Basement Scanner stands at the basement entrance facing the indicator ring and calls only Dark/Light plus Left/Middle/Right using this translation. Do not introduce near/far calls.

Roles

Role	Players	Primary responsibility
Operator	1 active	Enters basement, shoots four correct panels, banks Operator after the fourth, and manages access on later cycles.
Scanner	1 active	Reads two panels on Light and two on Dark, then banks Scanner for the basement fuse read.
Light clear	2-3	Protects Scanner, kills Overload Captains and Sentinel Servitors, and damages only called Light fuses.
Dark clear	2-3	Protects Scanner, kills Overload Captains and Sentinel Servitors, and damages only called Dark fuses.

Standard walkthrough

1. Split three Light and three Dark. Confirm the panel convention and the six fuse names. Retrieve Operator from the augmentation terminal to start the encounter, then enter through the rear access and drop into the basement. Kill the Scanner Vandal upstairs and take Scanner.
2. Scanner reads one side through the floor windows and calls its two glowing panels. Operator repeats the call and shoots only those two red controls below.

3. Move Scanner to the opposite side through the open center route or through the planned terminal. Kill any Sentinel Servitor disabling that terminal. Scanner calls the other two panels; Operator repeats and shoots them.
4. The basement fire timer is roughly 60 seconds from entry. A wrong panel or expired timer starts the purge. After the fourth correct panel, Operator banks Operator and an upstairs Guardian takes it. Upstairs Scanner banks Scanner, and the basement player takes it. The basement terminal holds one augment at a time, so make the exchange in that order.
5. Basement Scanner inspects the six fuse indicators and calls one fuse at a time using the upstairs team's perspective. The matching upper team destroys only that cylinder. Incidental splash, autonomous damage effects, and uncontrolled area damage can hit a wrong fuse, so use deliberate fire.
6. Continue until the damage window ends, usually after about 40 seconds, or until all six fuses are destroyed. Damaging the wrong fuse wipes the team.
7. If fuses remain, the upper Operator opens the basement exit. Extract the basement player before the next purge, return Operator for the next panel cycle, and repeat with the new four-panel pattern.

Failure states and recovery

Problem	Response
Wrong panel or timer expiry	The basement purge kills the trapped player. Stabilize upstairs, obtain replacement Operator from its Vandal if needed, and recover only if access and revives permit. It is not automatically an instant team wipe.
Wrong fuse is hit	Expect an immediate wipe. Remove splash, Arc Souls, autonomous effects, and uncontrolled area damage on the next pull.
Terminal disabled	Kill the nearby Sentinel Servitor before attempting the transfer.
Basement exchange stalls	Bank one augment at a time: Operator out first, Scanner in second. Confirm each pickup.
Damage window ends early	Use upper Operator to extract the basement player, reset roles, and repeat.

Weekly Challenge - Red Rover

Across three panel cycles, every Guardian must enter the basement as Operator and personally shoot two correct panels. Use two Operators per cycle and preserve enough fuses to force all three cycles.

Panel cycle	First Operator	Second Operator	Damage rule
1	Player 1 shoots 2	Player 2 shoots 2	Leave fuses alive.
2	Player 3 shoots 2	Player 4 shoots 2	Leave fuses alive.
3	Player 5 shoots 2	Player 6 shoots 2	Finish all remaining fuses.

The first Operator shoots the assigned two panels, banks Operator through the basement terminal, and exits or waits in the safe exchange area while the second Operator takes it and shoots the final two. No player shoots a third panel, and the team does not finish Security before all six players have completed their two.

Permanent Triumph - Resource Contention

Shut down Crypt Security while using only two of the three augmentation terminals. Designate the basement terminal and exactly one upstairs terminal. Physically move Scanner between Light and Dark through the Operator-controlled corridor, then use the chosen upper terminal for the basement exchange. Nobody interacts with the third terminal.

Loadout philosophy

Use a precise, low-splash weapon for panels and fuse control. Bring strong Major clear for Overload Captains and Sentinel Servitors plus short-window burst for fuses. Keep explosive and autonomous damage away from uncalled cylinders.

Quick reference

Moment	Call
Panel read	"Dark 2 and Dark 5; repeat."
Progress	"Four of four; Operator out, Scanner in."
Fuse	"Light Middle; Light confirms Middle."
Reset	"Damage closed; Operator open basement."
Challenge	"Cycle 2: Players 3 and 4, two each."

3. Atraks-1, Fallen Exo

Atraks divides the fireteam between the **Crypt** below and the **Morning Star** in space. Scanner identifies the correct Atraks copy during Replicated Ruin. Operator controls the Replication orbs left by successful interruptions and uses the orbital airlocks to vent them on a normal clear.

At a glance	Details
Standard split	Three Crypt, three Morning Star. A 4/2 split is an optional experienced-team adjustment, not the baseline.
First setup	Operator begins in the Crypt; Scanner begins on the Morning Star.
Damage order	Space, Ground, Space, Ground, then repeat as needed.
Start condition	Kill all six Sentinel Servitors - three on each floor.
Final stand	All copies appear on the Morning Star; follow rapid Scanner calls.

Orientation and copy calls

Each floor has four Atraks copies, but the two rooms are not matching near/far grids. Use one fixed semantic set per floor. Scanner should stand where the full floor is visible and point or move toward the marked copy while speaking.

Floor and observer frame	Fixed copy calls
Morning Star: stand at the arrival pods and face into the encounter	Space Left; Space Middle Front; Space Middle Back; Space Right
Crypt laboratory: stand at the launch pods and face away from them into the room	Lab Left / Red Room; Lab Pods / Middle; Lab Right Upper / Yellow Upper; Lab Right Lower / Yellow Lower

The spatial term is always spoken; the color is only a familiar room alias and is never the sole call. There is no universal 1-4 numbering, so bare numbers are not used.

The Morning Star has four airlocks. From the pod bank facing the outer airlock wall, call them **Left Near**, **Left Far**, **Right Near**, and **Right Far**. Operator announces the full position before any Replication timer becomes urgent.

Call type	Required form
Marked copy	One complete fixed call from the floor table
Replication destination	Left Near, Left Far, Right Near, or Right Far airlock

Roles

Role	Players	Primary responsibility
Scanner	1 active	Identifies the glowing copy and transfers between floors after each interruption.
Operator	1 active	Sends pods, opens airlocks, and shoots Replication off carriers.
Ground team	3 standard	Clears lower Servitors, interrupts the lower copy, and sends carriers or Scanner upward.
Space team	3 standard	Clears upper Servitors, handles first damage and airlocks, and regroups for final stand.

Replication lifecycle

State	Required action
Correct copy interrupted	Atraks-1 Replication drops at that copy. The assigned carrier picks it up immediately.
Carrier timer running	Carrier alone calls the countdown. The timer is roughly 40 seconds; trust the HUD.
Normal clear	Operator opens a currently active airlock by shooting its red panel. The carrier enters, Operator shoots the orb off, and the carrier exits immediately. The door closes automatically and vents the orb.
Timer needs a reset	Operator shoots the orb off the carrier. The orb must be picked up again; shooting it off resets the timer, while merely handing it to another player does not.
Orb left on floor	The timer continues. Pick it up immediately.
Timer expires	The carrier dies and a local Atraks copy begins the wipe cast.

Standard walkthrough

1. Split three and three. Operator starts in the Crypt; Scanner starts on the Morning Star. Use the pods to move the intended players and make sure at least one pod remains available for a Ground carrier.
2. Kill all six Sentinel Servitors, three per floor. They block the augment terminals while alive. Both floors call "three down" before anyone commits to damage.

3. The first Replicated Ruin occurs on the Morning Star. Scanner identifies the yellow-glowing copy, gives a complete location call, and the Space team bursts only that copy enough to interrupt the cast.
4. The defeated copy drops Replication. The assigned carrier picks it up. Scanner is banked immediately for the Ground team; Replication management must not delay the transfer.
5. Ground Scanner calls the correct lower copy. The Ground team bursts it, its assigned carrier picks up Replication, and the carrier rides a pod to the Morning Star. Bank Scanner back to Space for the next interruption.
6. Space Operator opens a currently active airlock for each carrier by shooting its red panel. The carrier enters alone, Operator shoots the orb off, and the carrier exits immediately. The door closes automatically and vents the orb. A used airlock does not reactivate until two other airlocks have opened, so confirm the next red panel before assigning a destination. Never leave a Guardian inside.
7. Repeat the Space and Ground interruptions. Damage output determines how many cycles are required; do not assume an exact number of Replications before final stand.
8. At final stand, every Atraks copy appears on the Morning Star. Regroup there. Scanner rapidly calls the glowing copy, the team bursts it, and then follows the next call until Atraks dies.

Failure states and recovery

Problem	Response
Scanner is on the wrong floor	Bank it at a live terminal and confirm the receiver before the cast.
No pod for a Ground carrier	Operator sends an empty pod down early. Do not wait for the Replication timer to become critical.
Replication timer is low	Operator shoots it off to reset the timer, then assigns an immediate pickup.
Wrong copy is targeted	Stop firing and follow Scanner. The public rule is simple: damage only Scanner's marked copy.
Carrier is inside an airlock	Operator shoots the orb off and calls the Guardian out immediately; the door closes automatically.
Orb remains on the floor	Pick it up; its timer did not stop.

Weekly Challenge - Copies of Copies

Defeat Atraks without venting any Replication through an airlock. Operator repeatedly shoots each orb off its carrier before expiry, and a player immediately picks it up again. Every accumulated orb remains in play until Atraks dies.

Use four labeled carriers and one timer caller per orb: "Copy 1 at 15; Copy 2 at 25." Keep carriers in an open orbital area where Operator has line of sight. Do not enter or open an airlock during this Challenge. At final stand, prioritize Scanner's target while Operator continues resetting the stored orbs.

Permanent Triumph - 5 Seconds to Paradise

Destroy all six Sentinel Servitors within five seconds of one another. Each floor assigns one Guardian per Servitor, lowers all three to a safe health threshold without splash, and reports ready. One caller counts down; all six die inside the same five-second window. Repeat the synchronized kill for every later Servitor wave; reaching final stand in one cycle avoids that additional failure point.

Loadout philosophy

Bring fast close-range burst for the marked copy, mobility between terminals and pods, and reliable ranged damage for Servitors. Keep uncontrolled area damage away from unmarked copies and weakened Servitors during the Triumph.

Quick reference

Moment	Call
Servitors	"Ground three down; Space confirm."
Copy	"Space Middle Front; burst now."
Transfer	"Scanner to Ground; Ground take."
Replication - normal clear	"Copy 2 at 18; Right Far airlock."
Vent - normal clear	"Orb off; carrier out; door cycling."
Copies Challenge	"Copy 2 at 18; Operator reset now."
Final stand	"All Space; follow Scanner only."

Orbital Spacewalk, Hidden Chest, and Exo Logs

The orbital spacewalk is a traversal section, not a shared-timer encounter. Clear enemies before committing to long jumps and regroup at every broad landing or doorway. Do not use **Descent** for this section; that name belongs to the nuclear-disarm encounter after re-entry.

Ordered traversal

1. After Atraks dies, take the open upper exit and follow the long interior corridors to the exterior airlock. Regroup before anyone steps outside.
2. Exit onto the first narrow platforms beneath the station. Clear the nearby Shanks from the doorway, then follow the metal landing chain toward the next broad platform. Keep the next landing in view before each jump.
3. Cross the large exterior gap. Immediately beyond that crossing, **Log 3** is on the hanging platform below the upward route. Drop to it, interact, return to the same landing, and then climb upward with the main path.
4. Continue around the hull until the turbine or windmill-blade section. At the junction, the brighter route continuing right and upward is the main path. The left, red-lit route descends to Hidden Chest 2 and returns to this same junction.
5. After the chest branch rejoins, continue upward across the exterior catwalks. Clear Shanks and shielded Fallen from stable platforms before crossing their firing lanes, then follow the route into the second hangar.
6. In the second hangar, face the exit airlock. **Log 4** is below on the lowest circular platform to the left of that approach. Drop to the platform, interact, climb back to the airlock route, and continue outside.
7. Near the final ascent, remain on the broad platform while the Fallen Ketch deploys Shanks. Clear them, climb to the re-entry platform, defeat both Brigs and their guards, then enter the airlock. The interior route leads to the long white room containing Log 5 and then to Descent.

Hidden Chest 2

Traveling from Atraks toward re-entry, face forward at the turbine or large-fan junction. Before taking the brighter main route to the right and upward, take the **left, red-lit divergence** and descend onto the small platforms beneath the main route. Follow them into the chest alcove, loot it, then climb back to the same junction and resume the brighter path.

Chest discipline: The chest caller enters the side route first and returns last. The rest of the team waits at the junction so nobody advances the interior checkpoint while a collector is still below.

Rock Bottom - all five Exo Stranger logs

The five logs occur across the entire raid route, not only in the spacewalk. Interact with each datapad and confirm its named objective in the Triumph tracker.

Order	Log	Text-only landmark route
1	DSC-777-ALB	After Desolation and before Crypt Security, enter the first interior hallway, turn hard right, and look behind the stacked green or metal crates.
2	DSC-777-WIB	In the Clarity Control statue room before Atraks, climb the supports on the left side and reach the pipes at the very top. The datapad rests on the upper pipework.
3	DSC-777-ANB	In the spacewalk, cross the large exterior gap, then drop to the hanging platform immediately beyond that crossing before continuing upward. Interact, return to the landing, and resume the climb.
4	DSC-777-SCB	Near the end of the spacewalk, enter the second hangar and face the exit airlock. Descend to the lowest circular platform on the left, interact, then climb back to the airlock route.
5	DSC-777-CLB	After re-entry and before Descent, enter the long white room and look to the right. Climb onto the large orange cylinder; the datapad is on top.

Rock Bottom awards the No Love Lost Exotic Ghost Shell. A missed log can be collected on a later run; the tracker records each one independently.

Traversal quick reference

Segment	Instruction
Departure	Upper Atraks exit, long corridors, exterior airlock.
First exterior	Narrow platforms, broad landing, then the large gap.
Chest junction	Left and red-lit, down below the main turbine route.
Log 3	Hanging platform immediately after the large gap.
Log 4	Lowest circular platform in the second hangar near the exit.
Re-entry	Clear the Ketch wave, kill both Brigs, then enter the final airlock.

4. Descent - Nuclear Contingency

The fireteam disarms the Morning Star while Taniks interferes. Scanner identifies valid deposit bins, Operator prevents a third core from spawning, and Suppressor opens the bins by completing a three-drone route. The encounter has six nuclear-core waves.

At a glance	Details
Normal wave	Three dispensers charge; Operator disables one; two cores spawn and go to Scanner's two bins.
Suppressor	Shoots Taniks once from beneath each of three active drones; the third hit opens bins.
Rotation	The third hit also deactivates one augment; bank it and assign a new holder.
Completion	After six successful waves, run through the opened center hatch to the safe room.

Orientation and callout convention

Stand at rally facing the large window. The side nearest rally is **Spawn**; the far side is **Window**. Name the four deposit bins by side and left/right from this observer frame.

Bin	Position from rally facing the window
Spawn Left	Near-left
Spawn Right	Near-right
Window Left	Far-left
Window Right	Far-right

The valid pair can be diagonal. Always call the full position names; local sources conflict on 1-4 numbering, so this guide does not use bin numbers.

From rally facing the window, call the four core dispensers **Outer Left**, **Inner Left**, **Inner Right**, and **Outer Right**. These names belong only to dispensers; deposit bins retain Spawn/Window plus Left/Right.

The three Suppressor drones are **Left**, **Center**, **Right** from rally facing the window. Suppressor must stand within the active circle beneath each drone and hit Taniks once from all three positions.

Roles

Role	Players	Primary responsibility
Scanner	1 active	Calls two valid bins before core pickup; calls a third valid bin only during a three-core recovery.
Operator	1 active	Shoots one active dispenser's red panel, leaving two cores.
Suppressor	1 active	Completes all three drone shots and controls the timing of the third.
Carriers and clear	3	Carry, pass, and deposit cores; kill Vandals, Captains, and Servitors.

Standard walkthrough

1. Confirm the four bin names, four dispenser names, and three drone names. Assign Scanner, Operator, Suppressor, two primary carriers, and one rescue carrier.
2. When three dispensers begin charging, Operator shoots the red control on one active dispenser. The disabled station closes, leaving two cores to spawn.
3. Scanner identifies the two highlighted deposit bins and calls the full names. Assign one carrier to each destination before pickup.
4. Suppressor moves beneath Left, Center, and Right active drones and shoots Taniks once from each circle. The third successful hit stuns him, opens the bins, and deactivates one active augment.
5. Carriers deposit in Scanner's bins before Radiation reaches x10. If a carrier becomes unsafe, a teammate takes the core with the interact prompt and continues to the same destination.
6. Identify the deactivated augment from the HUD, bank it immediately, and have the next assigned Guardian retrieve it. The former holder waits out Augment Lockout.
7. Repeat for six waves. The encounter display gains one green indicator for each successful disarm cycle.
8. After the sixth wave, the center hatch opens. Stop fighting unnecessary enemies and sprint through the route to the safe room. At least one Guardian reaching safety completes the encounter; flawless still requires everyone to survive.

Failure states and recovery

Problem	Response
Three cores spawn	Operator missed the disable. Scanner identifies the third valid bin and a third carrier takes the extra core. If Scanner cannot make a third confirmed call, do not guess.
Core lies unattended	Pick it up immediately; roughly 10 seconds on the floor causes a wipe.
Radiation reaches 8-9	Hand off now. The receiver keeps the original destination.
Wrong bin used	Mismatched Polarity kills that runner and drops the core. Recovery is technically possible but time is extremely short.
Bins remain closed	Suppressor has not completed all three drones. Hold near the destinations and finish the route.
Augment is disabled	Bank it; a different player takes it. The previous holder cannot immediately reclaim it.

Weekly Challenge - Of All Trades

Across six waves, every Guardian must successfully perform Scanner, Operator, and Suppressor exactly once. Rotate all three augments after every wave, including augments that were not deactivated. A role counts only when that Guardian performs its mechanic for the wave.

Wave	Scanner	Operator	Suppressor
1	Player 1	Player 2	Player 3
2	Player 4	Player 5	Player 6
3	Player 3	Player 1	Player 2
4	Player 6	Player 4	Player 5
5	Player 2	Player 3	Player 1
6	Player 5	Player 6	Player 4

Read the next row before the current cores are deposited. After deposit, all three holders bank their augments and the next three players take them. Do not improvise a substitute who has already completed that role.

Permanent Triumph - Short Circuit

Allow only one Guardian to deposit nuclear cores during the entire encounter. Designate one depositor for all twelve insertions across six waves. Other players may carry cores and hand them off, but nobody else interacts with a deposit bin.

The dedicated depositor waits near the called bins. Each carrier brings a core within handoff range, calls Radiation, and passes it. The depositor inserts the first, takes the second handoff, and inserts the second. The dedicated depositor should not also be Suppressor because both jobs require movement during the same window.

Loadout philosophy

Prioritize sustained add clear, fast Major deletion, and movement. A precise weapon helps remove augment Vandals without losing control of a core lane. No boss-damage loadout is needed.

Quick reference

Moment	Call
Operator	"Disabling Inner Right; two cores remaining."
Scanner	"Spawn Left and Window Right."
Suppressor	"Two drones; third now."
Carrier	"Window Right; Radiation 6."
Deactivation	"Operator disabled; banked; Player 4 take."
Challenge	"Wave 4: Scanner 6, Operator 4, Suppressor 5."

5. Taniks, the Abomination

Taniks combines all three augments with nuclear-core delivery. Break thrusters to create cores, use Scanner to identify valid bins, use Operator to release detained players, and use Suppressor to open the bins. Four successful core deposits create the damage phase.

At a glance	Details
Arena	Three zones: Spawn/White, Blue, and Orange; two bins and three drones per zone.
Core creation	Taniks exposes four thrusters. Each broken thruster drops one core.
Standard strategy	Break two thrusters, deposit two cores, then repeat for two more.
Four-core strategy	Break all four and deposit all four in one delivery cycle.
Damage	Stand in the safe band between the inner Arc field and outer debris.

Zone and bin convention

Use the permanent color or landmark name first. While standing near arena center facing a zone, that zone's bins are **Left** and **Right**.

Zone	Full position calls
Spawn / White	White Left; White Right
Blue	Blue Left; Blue Right
Orange	Orange Left; Orange Right

Local references assign incompatible 1-6 systems to these zones. Use only the zone and side - for example, "Orange Right" - so a number translation cannot wipe the team.

Each zone also has three Suppressor drones. From center facing the active zone, call them **Left**, **Center**, **Right**. Suppressor shoots Taniks once from beneath each active drone in the zone he currently occupies.

Roles

Role	Players	Primary responsibility
Operator	1 active	Shoots purple detention bubbles from outside and confirms all carriers are free.
Scanner	1 active	Calls the two valid bins for the standard strategy.
Suppressor	1 active	Completes the active zone's three drones and delays the third until detentions are clear.
Core carriers / damage	3 standard	Break thrusters, carry or receive cores, manage Radiation, deposit, and damage Taniks.

Standard two-core walkthrough

1. Acquire all three augments and assign two primary carriers plus one rescue carrier. Confirm the six zone-and-side bin calls.
2. Follow Taniks to White, Blue, or Orange. When he exposes four thrusters, destroy two before Turbulent Detonation completes. Each destroyed thruster drops one core.
3. Scanner calls the two highlighted bins and assigns one carrier to each. Carriers pick up only after hearing a destination.
4. Taniks traps players in purple detention bubbles. Operator remains outside, shoots each bubble, and calls "all clear" when every current detention is broken.
5. Suppressor completes the first two drone hits but holds the third until Operator confirms all detentions are clear. The third hit stuns Taniks, opens the bins, and randomly deactivates an augment.
6. Carriers deposit before Radiation reaches x10. Pass with interact if necessary. Bank the deactivated augment and assign a replacement holder.
7. Repeat the two-core delivery. Four total deposits begin damage.
8. Enter the debris ring through a safe opening and stand in the band between the lethal inner Arc field and the moving outer debris. Damage Taniks until the knockback, re-enter the same safe band, and continue until the shield closes.
9. Repeat core delivery and damage if needed. At the final health-bar divider, Taniks begins a limited final stand and teleports between zones. Follow him, maintain damage, and use survivability without relying on a fixed teleport count.

Four-core strategy

Break all four thrusters during the same core phase. The four valid bins are both bins in the two zones Taniks is **not** occupying. Assign four carriers before pickup; Operator and Suppressor remain unencumbered.

Operator clears every detention. Suppressor holds the third shot until all carriers are free and positioned. Deposit all four cores to begin a longer damage phase. Scanner is not required to discover the four valid bins under this rule, but may remain active as backup.

Failure states and recovery

Problem	Response
Carrier detained	Operator breaks the bubble before Suppressor completes the third drone.
Radiation reaches 8-9	Pass immediately; the receiver continues to the same called bin.
Destination is unclear	Do not pick up. Scanner repeats zone, side, and carrier assignment.
Augment deactivates	Bank it at the nearest live terminal and assign the next holder.
Core remains on ground	Pick it up before its short unattended timer expires.
Guardian is knocked from damage	Re-enter through the outer opening; never cross the inner electrical field.

Weekly Challenge - The Core Four

Before every damage phase, break all four thrusters and deposit all four nuclear cores in the same delivery. Use four carriers and send each core to one of the four bins outside Taniks's current zone. Depositing only two cores at any point fails the Challenge; if another damage phase is required, repeat the four-core procedure.

Permanent Triumph - Ready, Set, Go!

Activate pairs of conduit nodes within five seconds of one another. Treat a successful core deposit as a conduit-node activation.

With the standard two-core strategy, both carriers wait at their bins and deposit from one countdown inside five seconds. With four cores, the safest interpretation is to deposit all four inside one five-second window, which guarantees both conduit pairs satisfy the condition.

Loadout philosophy

Use controlled burst for thrusters, reliable sustained damage for the debris ring, and enough add clear to protect carriers. Coordinate one team damage plan rather than mixing incompatible ranges or buff positions. Suppressor and Operator must preserve line of sight for mechanics even if that slightly reduces their personal damage.

Quick reference

Moment	Call
Taniks zone	"Blue; break two."
Scanner	"White Left and Orange Right."
Detention	"Detained Blue; Operator."
Suppressor	"Two drones; holding third."
Deposit	"Both ready; three, two, one, deposit."
Damage	"Safe band; re-enter after knockback."

Loot, Crafting, Eyes of Tomorrow, and Raid Mods

Deep Stone Crypt's live reward state changed substantially in 2026. The raid now participates in the tiered raid-and-dungeon reward system. Featured status affects armor tier, Deepsight frequency, and farmability; it does not create a Master Deep Stone Crypt node.

Current featured and nonfeatured rewards

Activity state	Current Standard reward rule
Featured encounter or encounter Challenge	Deepsight weapon or Tier 5 armor; farmable.
Featured Director Challenge	Deepsight weapon or Tier 5 armor; weekly lockout.
Featured hidden chest	Tier 5 armor; weekly lockout.
Post-raid vendor	One weekly Deepsight weapon purchase.
Nonfeatured encounter	Chance for Deepsight weapons or Tier 3 armor.
Nonfeatured hidden chest	Bungie's published table does not specify the exact behavior; check the live activity before promising a reward.

Legendary weapons and crafting

All six Legendary raid weapons are craftable. Each live Pattern objective requires five pattern extractions. Update 9.7.0 refreshed their perk pools, and crafted raid weapons can be upgraded through the tier system to Tier 5.

Weapon	Type and element	Established direct-drop encounter
Trustee	Rapid-Fire Solar Scout Rifle	Crypt Security
Succession	Aggressive Kinetic Sniper Rifle	Atraks-1
Heritage	Precision Kinetic Slug Shotgun	Atraks-1; also appears in current Cache bundle metadata for Descent
Posterity	Precision Arc Hand Cannon	Descent
Bequest	Adaptive Arc Sword	Taniks
Commemoration	Adaptive Void Machine Gun	Taniks

Loot-table evidence limit: Bungie's current Cache bundle metadata is not identical to long-established direct-encounter tables, especially for Heritage and some armor slots. This guide keeps the independently corroborated direct-drop table, labels the Cache difference, and avoids promising a specific armor slot from a direct encounter.

Cache of the Crypt

The Cache of the Crypt appears after Taniks. It sells previously obtained raid weapons for Spoils of Conquest and provides one selected Deepsight weapon purchase per week. Deep Stone Crypt pattern progress comes from raid drops and this post-Taniks Cache route; Hawthorne's 2026 weekly Deepsight pursuit is not a Deep Stone Crypt pattern source.

Before buying, confirm the weapon, Deepsight marker, weekly state, and Spoils cost in the live vendor. Do not assume a repeat purchase carries the weekly Deepsight benefit.

Current armor and legacy raid mods

Current tiered Legacy's Oath armor uses set bonuses and has **no activity-specific raid-mod socket**.

Pieces equipped	Current Legacy's Oath set bonus
2	Augmented Servos: powered-melee kills release an additional disorienting pulse.
4	God-like Judgment: when a combatant breaks your shield, or when you cast a Super, release heat-seeking micro-missiles.

The older Deep Stone Crypt raid mods still exist, but they require legacy Armor 2.0 versions of the raid armor with the old raid-mod slot. After acquiring a legacy piece, Hawthorne can focus high-stat legacy Armor 2.0 versions for 10 Spoils each. Do not expect a current Tier 3 or Tier 5 armor drop to accept these mods.

Legacy raid mod	Raid-specific function
Enhanced Operator Augment	Operator holders gain Rapid Regen; Guardians without an augment gain Conversionist.
Enhanced Scanner Augment	Scanner holders gain Paint the Target; Guardians without an augment gain Supercharged.
Enhanced Suppressor Augment	Suppressor holders gain Evasive Maneuvers; Guardians without an augment gain Stop, Stunntime.
Herd Thinner	Weapons deal additional damage to non-powerful combatants in the raid.

Eyes of Tomorrow and its catalyst

Eyes of Tomorrow is the Exotic Solar Rocket Launcher from the Taniks final encounter. Its weapon drop is random. The current catalyst requires **400 target defeats** and grants both **Demolitionist** and **Blast Distributor**.

Catalyst perk	Effect
Demolitionist	Weapon kills grant grenade energy; using the grenade ability reloads the weapon from reserves.
Blast Distributor	Splash damage grants a bonus to the Grenade stat.

Current independent catalyst documentation places the random catalyst drop at the Deep Stone Crypt final boss. Bungie's live catalyst record gives only the broader source "found in either a raid or a dungeon," so the live Collections source should be treated as authoritative if a later update changes the route.

Official Eyes drop-rate boosts

Record	Listed boost
Survival of the Fittest - flawless	+3
Control Group - one Guardian class	+2
Freezing Point - all Stasis	+1
Red Rover	+1
Resource Contention	+1
Copies of Copies	+1
5 Seconds to Paradise	+1
Of All Trades	+1
Short Circuit	+1
The Core Four	+1
Ready, Set, Go!	+1

The listed maximum from these records is +14. A boost improves the Exotic drop chance; it does not guarantee Eyes of Tomorrow.

Descendant Title and Optional Records

The live Descendant title contains exactly 19 records. Strand and Prismatic runs are not part of this title. Use the requested base subclass for elemental records rather than assuming a matching Prismatic Super qualifies.

Category	Record	Requirement
Collection	Raid: Deep Stone Crypt	Complete the raid collection badge.
Completion	Deep Stone Crypt	Complete the raid.
Team	Clan Night: Deep Stone Crypt	Complete with a full clan fireteam.
Team	Control Group	Complete every encounter with one Guardian class.
Element	Electric Sheep	Complete every encounter with Arc subclasses.
Element	Meltdown	Complete every encounter with Solar subclasses.
Element	Freezing Point	Complete every encounter with Stasis subclasses.
Element	Devoid of the Rest	Complete every encounter with Void subclasses.
Secrets	Cryptkeeper	Loot both hidden chests.
Desolation	Not a Scratch	Bring all six Pikes from the starting heat bubble to the final heat bubble.
Collectible	Rock Bottom	Collect all five Exo Stranger logs.
Security Challenge	Red Rover	Complete the active weekly Challenge.
Security Triumph	Resource Contention	Use only two of the three augment terminals.
Atraks Challenge	Copies of Copies	Complete the active weekly Challenge.
Atraks Triumph	5 Seconds to Paradise	Destroy all six Sentinel Servitors within five seconds.
Descent Challenge	Of All Trades	Every player performs every augment exactly once across six waves.
Descent Triumph	Short Circuit	Only one Guardian deposits nuclear cores.

Category	Record	Requirement
Taniks Challenge	The Core Four	Before every damage phase, spawn and deposit all four cores in one delivery.
Taniks Triumph	Ready, Set, Go!	Activate conduit-node pairs within five seconds.

Key record rewards

Record	Reward
Deep Stone Crypt completion	Crypt Reawakened emblem
Not a Scratch	Retrocausality Exotic Sparrow
Rock Bottom	No Love Lost Exotic Ghost Shell
Cryptkeeper	Cryptic Insignia shader
Survival of the Fittest	Cryptic Legacy shader

Optional or historical records

Record	Status
Survival of the Fittest	Flawless full-raid completion; separate from Descendant, but grants an Eyes drop-rate boost and Cryptic Legacy.
Thread Setters	All-Strand run; optional and not one of the 19 Descendant records.
Fresh from the Crypt	Historical day-one completion record; not currently obtainable and not required for Descendant.

The Deep Stone Crypt collection badge includes the six Legendary weapons, Eyes of Tomorrow, five class armor pieces, Crypt Reawakened, Cryptic Insignia, Retrocausality, and No Love Lost. The flawless shader is not required for the badge or title.

Full-Raid Assignment Sheet

Fill this before launch. Use the same player labels in voice chat, the Discord edition, and every rotation table.

Player	Desolation	Security	Atraks	Descent	Taniks
1	Route / Pike	Operator pair 1	Space / Scanner	Wave 1 Scanner	Operator
2	Pike	Operator pair 1	Space / Operator	Wave 1 Operator	Scanner
3	Pike	Operator pair 2	Space / burst	Wave 1 Suppressor	Suppressor
4	Pike	Operator pair 2	Ground / burst	Wave 2 Scanner	Carrier 1
5	Pike	Operator pair 3	Ground / carrier	Wave 2 Operator	Carrier 2
6	Pike	Operator pair 3	Ground / carrier	Wave 2 Suppressor	Carrier 3

Challenge-night checks

Encounter	Restricted plan	Ready check
Desolation	Six Pikes, full fireteam, six final riders	Confirm before final door.
Security	Three Operator pairs; basement plus one upper terminal	Confirm unused terminal.
Atraks	Labeled Replication carriers; six-Servitor countdown	Confirm airlock rule.
Descent	Six-wave augment table; one dedicated depositor if needed	Read next row before deposit.
Taniks	Four carriers; synchronized deposit window	Confirm zone-and-side bins.
Collectibles	Two chests and five named logs	Check tracker before each sealed door.

Pre-pull checklist

- Every observer frame and position name is defined.
- Scanner, Operator, and Suppressor know their first pickup and next receiver.
- Challenge rotations are written and will not be improvised.
- The team has one Atraks burst plan and one Taniks damage plan.
- One player owns each lethal countdown; everyone else reports only status and destination.
- The tracker confirms which hidden chests, logs, title records, and Eyes boosts remain.

Sources and Verification Notes

Mechanics, current activity state, rewards, records, and catalyst information were reviewed July 31, 2026. Bungie does not publish a complete encounter manual, so stable execution rules were cross-checked across independently owned references. Local guide copies and visual assets were treated as one reference family and never counted as independent corroboration.

Primary current-state sources

- [Bungie - Destiny 2 Update 9.7.0](#)
- [Bungie - This Week in Destiny, May 29, 2026](#)
- [Bungie API - Destiny 2 Manifest](#)
- [Bungie API - Deep Stone Crypt activity definition](#)
- [Bungie - Deep Stone Crypt crafting refresh, October 27, 2022](#)
- [Bungie - Challenge and Exotic drop-rate table, April 20, 2023](#)
- [Bungie - This Week in Destiny, June 4, 2026](#)
- [Bungie - Eyes of Tomorrow item definition](#)

Independent mechanics and route cross-checks

- [Destinypedia - Deep Stone Crypt](#)
- [Shacknews - Deep Stone Crypt raid guide](#)
- [Destiny 2 Wiki - Deep Stone Crypt](#)
- [Windows Central - Deep Stone Crypt raid guide](#)
- [PCGamesN - Deep Stone Crypt raid guide](#)
- [PC Gamer - Deep Stone Crypt raid weapons](#)
- [PC Gamer - Monument of Triumph catalyst report](#)
- [Shacknews - The Core Four Challenge](#)
- [light.gg - Deep Stone Crypt title](#)
- [Reddit DestinyTheGame - Desolation route map and path](#)
- [360GameTV - all Exo Stranger log locations](#)
- [Reddit raidsecrets - Exo log locations](#)

Material conflict resolutions

Conflict	Published resolution
Desolation shelter count	Use the guide's explicit 1-to-7 local convention and six travel legs; landmarks remain authoritative because the game does not label bubbles and sources count them differently.
Destroyed Pike invalidates Not a Scratch	Rejected. Pikes can respawn; the requirement is bringing all six to the final bubble. Use six simultaneous riders as the community-observed registration method.
Security numbering is universal	Rejected. The guide defines its own window-based panel system and always pairs words with numbers.
Security purge is an instant team wipe	Rejected. The basement player dies; recovery can be possible if the upper team restores access and augments.
Atraks baseline is 4/2	Reframed. Three and three is the teachable standard; 4/2 is an experienced-team option.
Handing off Replication resets its timer	Rejected. Operator shooting the orb off resets it; a simple handoff does not.
Wrong Descent deposit instantly wipes everyone	Rejected. Mismatched Polarity kills the runner and drops the core, although the remaining window is usually too short.
Short Circuit means rapid multi-core deposits	Rejected as obsolete. The current record allows only one Guardian to deposit all twelve cores.
Taniks bin numbers are universal	Rejected. Local maps conflict; use only zone plus left/right.
Featured hidden chests use the old Collections-only pool	Rejected. Update 9.7.0 lists featured hidden chests as weekly Tier 5 armor.
Current raid armor accepts old DSC mods	Rejected. Current tiered armor uses set bonuses; the old mod socket exists only on legacy Armor 2.0 versions.
Deep Stone Crypt has Master difficulty	Rejected. The live activity graph exposes Standard only.

Maintenance boundaries

- Update the reward section whenever Bungie changes featured rotation rewards, armor tiers, Cache behavior, or crafting.
- Update the catalyst section if the live Collections source becomes more specific or its acquisition changes.
- Preserve function-based loadout language; do not hard-code a temporary damage meta into the mechanics manuscript.
- Keep the release text-only. Research maps may inform spatial wording, but no map, diagram, screenshot, figure reference, or instruction dependent on a missing visual belongs in any release edition.